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Garadon Manor

by Patrick Kapera

Special Note: This is a sequel to Out of Body, Out of Mind, published by AEG. The first adventure is not required, but is recommended to take full advantage of the alternate setting of Tirna'cel.

The legend of the realm of Tirna'cel is well known. Once remembered for its power-mongering warlords, homunculi-wielding sorcerers, and archfiends from the deepest pits of the Abyss, Tirna'cel has become a powerful and welcoming land over the last 600 years, due in no small part to the efforts of the warlord Tirna'gael, a member of the land's founding nobility.

But your party knows the truth. You ventured into the Tomb of Tirna'gael some six months ago, and therein discovered that the fallen warlord was actually little more than his brethren: a petty, avaricious power-monger. Possessed by a rival force which also desired the kingdom — a rare incorporeal demon called a nescent, which inhabited his body and augmented his already incredible power to unforeseen levels — Tirna'gael sought to overthrow the ancient warlords only to replace them.

Through Tirna'gael's augmented body, the nescent overwhelmed and eliminated the other warlords, eventually dominating the realm alone. But before it could consolidate its rule and throw Tirna'cel into an even darker age, the secret of its power was discovered by the paladins of Garadon, a virtuous cell of justice and light. The paladins lured Tirna'gael into the center of his own fortress and trapped him there within a powerful antimagic field. His body withered and died but the nescent remained dormant, waiting for its chance for revenge.

During your visit to Tirna'gael's fortress-tomb six months ago, you accidentally released the nescent from its prison. That enemy has since been vanquished — at least for the time being — but the memory of your pitched battle against it still lingers as you approach the original chapter house of the Order of Garadon.

You have been summoned.

Garadon Manor

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Requires the use of the *Dungeons & Dragons® Player's Handbook, Third Edition*, published by Wizards of the Coast®

Garadon Manor is a d20 System adventure booster designed for 3–5 characters of levels 6–8. It can be played as a standalone adventure or dropped into any ongoing campaign setting.

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How to Use This Product

This adventure is designed to be easily dropped into your existing *Third-Edition D&D* campaign. It can be run in a single session, and it makes for an excellent evening's gaming. To prepare yourself to run it, you should read it completely at least once to familiarize yourself with the material. You may wish to photocopy the map in the center of the book for ease of use as well. The text on the back of the book can be read to your players to introduce them to the adventure. After that, you're ready to begin. Good luck!

Dungeons and Dragons®

This module requires the use of the *Dungeons and Dragons® Player's Handbook, Third Edition,* published by Wizards of the Coast.® You won't be able to run this adventure without it.

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DM Background

This adventure is designed for three to five characters of levels 6-8. Players will discover that Tirna'cel's history peels away like an onion, revealing new layers of truth...

People assume that the warlords who dominated Tirna'cel until six hundred years ago were guided only by their selfishness and greed. Even Tirna'gael – now known by the PCs as the host of a powerful demon – is misperceived as an honorable warrior, driven only by the legendary strength of his convictions. But the warlords of Tirna'cel were much more than that. In truth, they were puppets whose power was established by the baatezu, devils dedicated to corrupting humanity.

The demon's control of the warlord Tirna'gael disrupted baatezu control of the realm of Tirna'cel, eventually removing their minions from the realm's nobility altogether. Of course, were it not for the valiant efforts of the Order of Garadon, the demon might simply have replaced the baatezu, ushering in a new period of tyranny. The paladins of Garadon saved the world, and buried the secret of Tirna'gael with his body.

But there is still more to the story...

The Order of Garadon has itself become corrupted over the last six hundred years by the baatezu, who are not through with this Plane. The paladins of the Order – with nothing to challenge the strength of their convictions over the centuries – have become soft, easy prey for devils who specialize in wearing down such barriers.

Since then, the paladins have become **Blackguards** *(see page 30 of the Dungeon Master's Guide)*, and strive to bring the baatezu across into the Material Plane. They have already succeeded once, permanently summoning a new type of devil, the Dark Champion. If the PCs do not discover what the Blackguards have done, and destroy the Champion and the gate he came through, all of Tirna'cel is in terrible danger.

Adventure Synopsis

The PCs are summoned by the Order of Garadon (actually Blackguards) and questioned about their many experiences at the Tomb of Tirna'gael (during the adventure *Out of Body, Out of Mind*). The Blackguards are following the instructions of an osyluth devil, who lingers nearby throughout the interview, shielded from sight by an *invisibility* spell. Once the devil's instructions are satisfied, the Blackguard are ordered to eliminate the characters and reveal themselves.

The presence of the Blackguards at the Manor should encourage the PCs to investigate further. Information about their purpose and the Order's true history is found elsewhere in the building, as well as knowledge of the true threat (the Dark Champion, who now resides in the basement levels). A powerful magical item of good alignment (the Sword of Tirna'gael) might also be found, offering the PCs a powerful weapon against the Champion.

From there, the PCs decide the course of the adventure. They can seek out the Sword of Tirna'gael, stalk the basement levels, or take the fight directly to the Dark Champion.

Garadon Manor

This ancient stronghold is deep in the swamplands of Nil'a'gor, just a few miles from the open ocean. As the PCs approach the manor, the road meanders over compressed earth, opening onto an island of the same. Deciduous trees and a jungle of vines drape the building from all sides, trapping the surrounding heat and dampness. Unless the PCs are paying close attention, they fail to notice how nervous their horses are...

The Interview

The manor's interior is comfortable. Dark mahogany furniture and lush carpets decorate the gothic, sculpted stone interior, creating a brooding, pensive atmosphere that somehow remains welcoming.

Even though there are quarters for them, servants no longer live at the manor. A "paladin" greets the PCs instead, and leads them to the sitting room (#3). The guide informs the group that this is a time of many festivals and courtly functions, and that most of the Order (especially the higher-ranking paladins) are away. He is quick to point out that the remainder of the Order is at their service.

Three paladins remain at the estate, all of whom are found within the sitting room. The man who answered the door, Sir Caenti, wears no armor and carries a sacred blade at his side. He is accompanied by two armed and armored guards, who take up positions near the inner corners of the room.

Once the characters are seated comfortably and offered refreshments, the interview commences. The questions focus on the characters' experiences at the Tomb, especially concerning demonic presence, magic items of significance (like the Ring of Tirna'gael, first presented in *Out of Body, Out of Mind*), and the condition and location of the nescent following the adventure.

The interview takes little time (the questions are very specific, and rather pointed), and concludes within a half hour (or however long it takes to roleplay a dozen or so improvised exchanges). During this time, the DM is encouraged to make Skill checks for any PCs with the Sense Motive Skill (DC 20). Success indicates to the PCs that something is wrong – the interviewers seem terribly anxious for men who have found serenity, and there is a sense of barely withheld rage behind their words. This knowledge grants those aware a surprise round at the beginning of The Attack *(see below)*.

What if My Party Didn't Play the First Adventure?

DMs who did not run the previous adventure have several options when conducting the interview:

1. This adventure may be linked to an event in the DM's campaign. In this case, the paladins' questions focus on something the DM has introduced before, preferably something of no relevance to the rest of the adventure, involving matters of magical or otherworldly importance.

2. The DM may decide that the adventurers never visited the Tomb, and were called here mistakenly. In such a case, the characters are likely to have just as many questions as the paladins, and the fighting may start much earlier (when the Blackguards determine that the characters are inconsequential, and should be eliminated).

3. The DM may simply describe the interview instead of conducting it, narrating the story of the Tomb and what was found inside. This will require the DM to make assumptions about the players' actions during the first adventure, but an industrious DM can turn this into a campaign-building or storytelling exercise.

4. If this adventure occurs early in a campaign, perhaps the Tomb experience could be incorporated into the player characters' histories ahead of time, salvaging some of the players' connection to the plot (and making them feel more connected to the DM's backstory).

The Unseen Sage

The Blackguard's questions are guided by his unseen master – an osyluth devil which hides in the room, masked by an *invisibility* spell. This creature wishes to discover what the characters know of Tirna'gael, his tomb's contents, and the true history of Tirna'cel. The osyluth devil observes the interview, watching the characters closely. Should he notice that they are suspicious, he signals for the Blackguard to attack. He uses a *major image* spell ability to make it appear as if a picture has fallen off the wall; the DM should make a Spot check (DC 10) before the characters leave for them to notice the picture back on the wall, never having fallen at all. This may clue them in to the fact that an invisible adversary is loose in the manor, after which they may call for Spot checks (DC 20) at any time to see if the osyluth is present with them.

After the attack, the osyluth devil slips out of the room, remaining invisible and shadowing the PCs as they search the manor. It uses its *fear aura* and *suggestion* to keep the PCs from discovering it or the secrets hidden in the basement, and resorts to its *wall of ice*, *fly*, and *teleport without error* abilities if it appears to be in mortal danger.

The osyluth devil is wearing a *ring of protection +1*.

The Attack!

Following the interview (or whenever the osyluth devil signals to the Blackguard), the "paladins" reveal their true nature and attack the PCs. Their tactic is simple – target the weakest character and overwhelm him, casting *death knell* as

he dies, then move on to the next victim. The Blackguard will not back down or run; they fight to the death, knowing that failing the osyluth devil is far, far worse.

Each of the **3 Blackguards (hp 27 each)** has a satchel containing 50 gp and a small medallion given to them by the baatezu. The medallions are taboo across most of Tirna'cel, being widely recognized as devil emblems, but the PCs could sell them to a diabolist for nearly 800 gp each.

Exploring the Manor

The PCs should be intensely curious following the attack. Did agents of dark forces capture or kill the paladins who lived here? Why were the Blackguard questioning them about the Tomb of Tirna'gael? What are the baatezu planning?

Osyluth (1): CR 6. SZ L (outsider); HD 5d8+10; 32 hp; Init +4 (Improved Initiative); Spd 40 ft.; AC 18 (-1 size, +8 natural, *+1 ring of protection*); Atk +9/+4/+4 melee (1d8+5, bite; 1d4+2, claws [x2]; 3d4+2 and poison, sting); Reach 10 ft.; SA fear aura, poison, spell-like abilities (as 7th-level sorcerer, at will: *animate dead, charm person, dimensional anchor, doom, fly, invisibility (self only), major image, suggestion,* and *wall of ice*; as 12th-level sorcerer, at will: *teleport without error*), summon baatezu; SQ damage reduction 10/+1, immune to fire and poison, resistance 20 to cold and acid, can see perfectly in darkness, can communicate telepathically with any creature within 100 ft. which has a language, know alignment; SR 22; SV Fort +6, Ref +4, Will +6; Str 21, Dex 10, Con 15, Int 14, Wis 14, Cha 14; AL LE. Skills: Concentration +8, Hide +3, Listen +11, Move Silently +8, Search +8, Sense Motive +10, Spot +12. Feats: Alertness, Improved Initiative.

Blackguards (3): CR 6. SZ M; HD 4d10+6; hp 27; Init +1 (Dex); Spd 30 ft.; AC 19 (armored)/11 (unarmored), (+1 Dex, +7 half-plate, +1 shield); Atk +4 melee (1d8, longsword); SA aura of despair, sneak attack, smite good, spells; SQ aura of despair, command undead, detect good, sneak attack, smite good, spells, detect good; SV Fort +4, Ref +1, Will +1; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 12; AL LE. Skills: Diplomacy +2, Hide +3, Intimidate +1, Knowledge (religion) +2. Feats: Cleave, Sunder. Spells: *cause fear, death knell, inflict light wounds.*

Kyton Devil (1): CR 6. SZ M (outsider); HD 8d8+8; hp 44; Init +4 (Improved Initiative); Spd 30 ft.; AC 18 (+8 natural); Atk +9 melee (1d8+1, chain rake [x2]); Reach 10 ft; SA dancing chains, unnerving gaze; SQ damage reduction 20/+2, cold immunity, regeneration 2; SR 17; SV Fort +7, Ref +6, Will +6; Str 13, Dex 11, Con 13, Int 6, Wis 10, Cha 12; AL LE. Skills: Climb +12, Craft (blacksmithing) +10, Escape Artist +11, Listen +13, Spot +13. Skills: Kytons receive +8 to all Craft Skill checks involving metal. Feats: Alertness, Improved Critical (chain), Improved Initiative.

Lemure Devils (4): CR 4. SZ M (outsider); HD 2d8; hp 9 each; Init +0; Spd 20 ft.; AC 13 (+3 natural); Atk +2 melee (1d3, claws [x2]); SQ damage reduction 5/silver, immune to fire and poison, resistance 20 to cold and acid, can see perfectly in darkness, can take telepathic orders from oslyuth and kyton devils when within 100 ft., mindless; SR 5; SV Fort +3, Ref +3, Will +3; Str 10, Dex 10, Con 10, Int –, Wis 11, Cha 5; AL LE.

Allow the player characters to explore the manor at their leisure, describing the contents of each room in as much detail as you wish. This scene is open-ended, focusing on the important locations and leaving the remainder to DMs. Inexperienced DMs and those who wish to usher the action along should simply give the party sparse details about most locations, guiding them toward encounter areas.

During this portion of the adventure, the characters are shadowed by two forces, to be thrown at the party when the players' attentions wander. The first is the **osyluth devil (hp 32)**, who remains invisible at all times, only acting when the PCs enter the basement. The second is a cadre of **4 lemure devils (hp 9 each)** commanded by a bound **kyton devil (hp 44)**, all of whom move from room to room by crawling along the outside of the building. This second force attacks the PCs when they enter the library.

The lemure devils are carrying 120 platinum pieces (30 each) in small pouches they guard with their lives. The kyton carries an emerald (2150 gp) that allows it to send (but not receive) telepathic messages to the lemure devils. This gem was a gift to the kyton from the baatezu, and cannot be used by non-outsiders.

1. Foyer

The PCs are led through this large entryway en route to the sitting room before the interview. It is simply adorned with three large mirrors flanked by lush red draperies and a single chair for the absent doorman.

2. Dining Hall

This dining hall appears to have been unused for many decades. Its most prominent furnishing is an immense heavy wooden table, which can seat nearly forty.

This is where the Order of Garadon once took dinner each night at dusk. The room is covered with a thick blanket of dust (left undisturbed since the servants were relieved).

3. Sitting Room

This sitting room is open and airy, and features a large fireplace that has been recently used. Muted light floods in through two tall windows, casting shadows at odd angles throughout the room. Several padded chairs are situated in an open arrangement around the perimeter of the room.

This is the room where the interview takes place.

4. Study

This thickly draped room holds a large research table with one sturdy, unpadded seat. Books lie about, opened to passages about the infernal realms, baatezu, and contact between the Material and Non-Material Planes.

5. Servants' Quarters

This area is filled with small sleeping chambers, all of which appear to have remained empty for many years. There is nothing of interest in any of them.

6. Pantry

This pantry is a simple walk-in closet, containing the sparse provisions of the Blackguards.

PCs will note that there is nothing in the pantry that requires preparation (only travel provisions are found on the shelves).

7. Kitchen

Much like the dining room and the pantry, this room has not seen use in many months. Pots and pans hang on the wall, concealing spider nests and equally disgusting occupants. Everything is covered in a thick layer of dust.

8. Guest Rooms (3)

Once these comfortable sleeping rooms were offered to visitors, but today they are as neglected as the rest of the mansion's first floor, reminders of an age long since past.

9. Barracks (4)

The windows of each barracks have been boarded over, reducing the beds, armor and weapons racks, and desks within to brooding silhouettes.

The Blackguards live in these rooms, leaving the basement chambers to their baatezu masters.

10. Temple

This is a shallow, wide room with pews facing the outside wall. A pulpit stands before a window of stained glass.

Examination of the room reveals that it has been used recently, but a successful Tracking (DC 15) roll also shows the patterns of movement within are not consistent with typical lawful good rites. A Knowledge: Arcane or Planes (DC 15) roll reveals that the movement patterns are consistent with lawful evil rituals. Moving the pulpit exposes a baatezu symbol, crudely chiseled into the stone floor.

There are two significant treasures on the manor's second floor. The first is located here, stacked with the Blackguards' robes high in a closet: as many potions of *water breathing* as there are PCs, plus one (the ex-paladins use these to traverse the catacomb level below).

11. Offices (3)

These rooms were once used by the Order's highest-ranking officials, but have fallen into disuse since the Blackguard took over. The maps of Tirna'cel posted on the offices' back walls are outdated by several months and nothing looks to have been touched in just as long.

12. Library

Religious texts focusing on Garadon's ancient enemies lie open all about this room. Among them, a journal lies open on the central table, containing many fascinating entries.

The journal reveals the entire history of Tirna'cel as presented in the DM Background sections of this adventure and its prequel, and this:

"...and the will of our lords from beyond have been met! The first of their number has been loosed into this realm through the portal! His power is everything we have projected, linked to the forces of the universe itself. It is only a matter of time before the self-congratulating leaders of Tirna'cel once more belong to the infernal realms.

"There are only two potential setbacks. First and foremost, the Champion requires magic in great quantity as sustenance. This is not yet debilitating, and will come in most handy when we unseat Tirna'cel's current rulers. But it has proved difficult to perform the gateway ritual again.

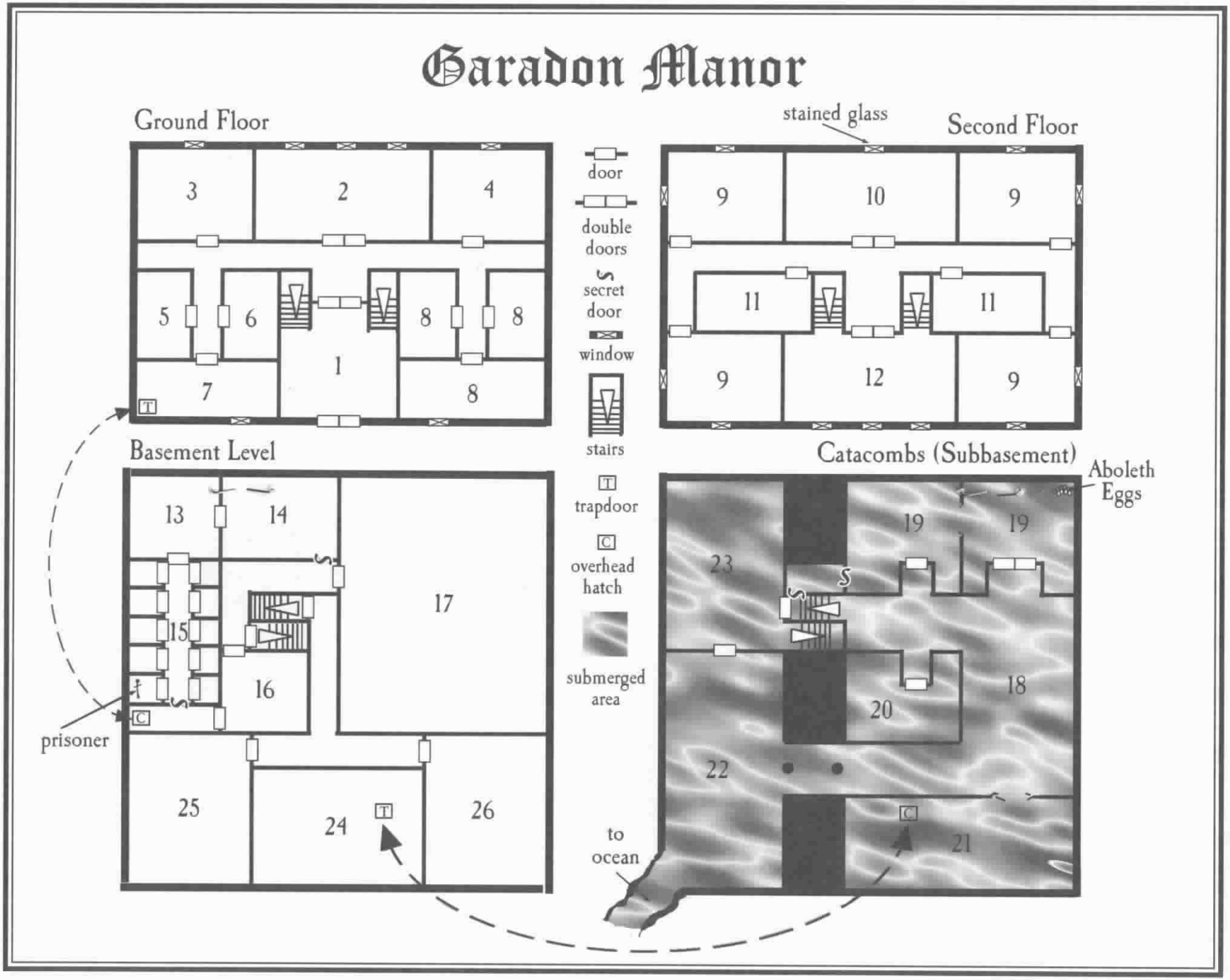
"Secondly, the ancient incantations required to destroy the accursed Sword of Tirna'gael have so far eluded us. We know that they must be among the ancient texts about our people, but until we decipher the Garadon code, the blasphemous weapon rests with our minions below."

If the osyluth devil has not previously revealed itself, it does so now, attacking the characters with every weapon and minion at its disposal. Now that the PCs know the truth about what is happening, they cannot be allowed to live.

Lying between the stacked books is a small silk pouch containing a *hag eye (see page 116 of the Monster Manual)*. This gem is a gift from the Dark Champion to his betrothed, a green hag located in room #25. The osyluth devil has been tasked with safeguarding the gem until the marriage. Should the PCs recognize the gem for what it is and destroy it, the green hag's blood-curdling scream is heard throughout the manor, and she is blind when they later encounter her.

The Manor Basement

Assuming the characters have discovered the osyluth devil's journal, their next obvious destination should be the Manor basement.



Permission to photocopy pages 8-9 is granted for personal use only.

13. Confinement Office

The room's only contents are an unadorned table and chair.

This is the office for the warden of the Manor's dungeon. Once guarded by the paladins of light, this chamber has also fallen into disrepair since the Blackguards arrived.

14. Interrogation Room

A metal chair is bolted to the stone floor of this room and the walls are lined with all manner of intimidating devices designed to inflict pain.

Never used by the paladins, these items have never been removed from the walls, and require effort (and a Strength check with a DC of 20) to remove.

From the look of the chair, a small nonhuman creature has recently been interrogated here. None of the devices on the walls were used on it, but from the bloodstains apparent on the floor surrounding the chair, other means of violence were.

15. Cells (The Prisoner)

All of these small chambers are empty except one. The last cell on the right contains an unfortunate dretch, the victim of the interrogation room.

The poor **dretch (hp 10)** has languished here for weeks, tortured by the Blackguards. He has been observant, and knows some of the devils' plans, as well as where the Sword of Tirna'gael is (through a secret panel in the catacombs). He only grants this information in exchange for his freedom.

The dretch has hidden 12 gilded darts (worth 50 gp each) in the cell's vermin-infested bed, which may be noticed with a Spot (DC 15) check.

Dretch ("Middren"): CR 2. SZ S (outsider); HD 2d8; hp 10; Init +1 (+1 Dex); Spd 20; AC 17 (+1 size, +1 Dex, +5 natural); Atk: +3/+1 melee (1d4, claws [x2]; 1d4 bite); SA spell-like abilities (as if cast by 2nd-level sorcerer, at will: *darkness, scare, and telekinesis),* as if cast by a 2nd-level sorcerer, 1/day: *stinking cloud),* summon Tanar'ri (35% once/day summon another dretch); SQ damage reduction 5/silver, immune to poison and electricity, resistance 20 to cold, fire, and acid, can communicate telepathically within 100 ft. (in Abyssal); SR 5; SV Fort +3, Ref +4, Will +3; Str 10, Dex 12, Con 10, Int 5, Wis 11, Cha 11; AL CE.

16. Wine Cellar

The devils who have taken over the manor have consumed all the fine wine that was once stored here and left behind piles of broken glass and shattered wood.

17. Training Room

The weapons and training devices here are covered in blood and gristle, and the floor is a nightmarish miasma of unrecognizable body chunks and fluids.

The most incredible feature of the room, however, is a net of gossamer strands, anchored to the floor with metal pitons. It appears that something was held beneath the net, but has since escaped. Two of the pitons were pulled free of the ground, but the net is undamaged. The strands of the net, the pitons, and the floor below are charred smoky black, as if subjected to a powerful open flame.

The net is magical and formerly held the Dark Champion's steed – a nightmare – in place. But the nightmare **(hp 45)** has escaped, vanishing for a time into the ethereal plane. As the characters investigate the net, or when they choose to leave the room, it returns and attacks them.

The net is made of enchanted gold, and is effectively indestructible. If polished, it would be worth at least 1,500 gp on the open market.

Nightmare (1): CR 5. SZ L (outsider); HD 6d8+18; 45 hp; Init +6 (+2 Dex, +4 Improved Initiative); Spd 40 ft., fly 90 ft. (good); AC 24 (-1 size, +2 Dex, +13 natural); Atk +9/+4 melee (1d8 and 1d4 fire, hooves; 1d8+2 bite); Face 5 ft. by 10 ft.; SA flaming hooves, smoke; SQ astral projection and etherealness; SV Fort +8, Ref +7, Will +6; Str 18, Dex 15, Con 16, Int 13, Wis 13, Cha 12; AL NE. Skills: Intuit Direction +10, Listen +12, Move Silently +11, Search +10, Sense Motive +10, Spot +12. Feats: Alertness, Improved Initiative.

The Catacombs

Finally, the PCs enter the final leg of the adventure, venturing into the catacombs which have been submerged beneath the murky waters of the surrounding bog. The most dangerous creatures of the adventure lurk here, along with the only path to the basement rooms where the Sword of Tirna'gael and the Dark Champion lie.

Special Note: The catacombs are completely filled with water, with only a few pockets of rank air here and there (noted in the room descriptions). DMs should observe the rules for drowning while the PCs explore this level.

18. Hallway

This wide and tall hallway winds through this level of the manor, from the stairs where the PCs enter to the opposite staircase. The hallway itself contains nothing of interest, but it is the easiest route to every other part of the catacombs. It is also the most frequented route of the aboleth which has taken up residence here. Every five rounds the PCs are in the catacombs, there is a cumulative 10% chance that the aboleth will swim through the hall. If the aboleth senses the PCs, it will attack immediately (to defend its offspring in the war offices, #19).

19. War Offices

Once the planning rooms, this room is now a submerged ruin. The tables are rotted into barely recognizable slats of wood and other remnants of the war effort are little more than impediments to vision.

This room is one of two on this level most often visited by the aboleth, being the nest for its recent spawn *(see below)*. The chance of encountering the aboleth here is increases by 30%. Fortunately, there are several air pockets here, within the arched ceiling of the room.

A nest of aboleth eggs here is protected by a school of **9 skum (hp 8 each).** The nest of eggs is worth 1,000 gp to a fan of delicacies made from them. Beside them is a female skeleton wearing a suit of *+1 studded leather armor,* with a backpack containing a scroll with one *invisibility sphere* spell inscribed upon it, as well as 250 gp in various gems and coins.

20. Armory

This room is devoid of anything worthwhile.

21. Smithy

This long, low chamber contains many air pockets between the rafters along its ceiling.

Between two such rafters is an easily recognizable rooftop panel, leading to room #24, the resting place of the Sword of Tirna'gael. The rest of the chamber is filled with rusted metal creations and the forges they were made with.

22. Aboleth Lair

If the PCs have not encountered the aboleth by the time they reach this room, it bears down on them now, using its psionic powers to confuse and enslave them, and its sheer might to overpower and destroy them.

Skum (7): CR 6. SZ M (aberration, aquatic); HD 2d8+2 (11 hp); Init +1 (Dex); Spd 20 ft., swim 40 ft.; AC 13 (+1 Dex, +2 natural); Atk +5/+0/+0 melee (2d6+4 bite, 1d4+2 claw, 1d6+2 rake); SQ low-light vision, out of water: skum suffer a -2 penalty to all attack rolls and cannot use their rake ability; SV Fort +1, Ref +1, Will +3; Str 19, Dex 13, Con 13, Int 10, Wis 10, Cha 6; AL LE. Skills: Climb +9, Hide +6/+10,* Listen +7/+11,* Move Silently +3, Spot +7/+11* (+4 to checks for Skills with an asterisk while underwater).

Aboleth (1): CR 7. SZ H (aberration, aquatic); HD 8d8+40; hp 76; Init +1 (Dex); Spd 10 ft., swim 60 ft.; AC 16 (-2 size, +1 Dex, +7 natural); Atk +12 melee (1d6+9 and transformation, tentacles [x4]); Face/Reach 10 ft. by 20 ft./10 ft.; SA enslave, psionics, transformation; SQ mucous cloud; SV Fort +7, Ref +3, Will +11; Str 26, Dex 12, Con 20, Int 15, Wis 17, Cha 17; AL LE. Skills: Concentration +16, Knowledge (Dark Champion) +7, Listen +16, Spot +16. Feats: Alertness, Combat Casting, Iron Will.

23. Skum Lair

A school of **7 skum (hp 11)** dwell here, protecting the aboleth's young. They attack all intruders and fight to the death. The only air pocket here is at the top of the staircase.

24. The Sword of Tirna'gael

This room contains a single weapon rack and the easily recognizable *Sword of Tirna'gael.*

Surrounded by a pulsing sphere of combating energies, PCs of any alignment but evil may grab the sword. Evil characters will find that their hands merely pass through the hilt. The sphere vanishes harmlessly once the sword is removed.

25. The Bride's Lair

This room has been decorated as a mock bridal suite, complete with rancid seaweed curtains upon a slime-covered four-poster bed and black candles made from tanar'ri hides. Gems adorn nearly everything in the room.

A **green hag (hp 49)** immediately attacks any who enter. If she is reduced to 20 or fewer hit points, she dashes for #26, seeking the protection of her lover. The only way to avoid her fury is to offer her the *hag eye* found in #12, in which case she politely declines to alert the champion, fleeing the manor immediately. The hag will not fight the champion.

If the PCs search the room, they uncover 3 pearls (worth 200 gp each), 4 amber shards (worth 100 gp each), 2 quartz dollips (worth 50 gp each), and 25 pearls (worth 20 gp each).

Green Hag (1): CR 5. SZ M (monstrous humanoid); HD 9d8+9; hp 49; Init +1 (Dex); Spd 30 ft.; swim 30 ft.; AC 22 (+1 Dex, +11 natural); Atk +13 melee (1d4+4, claws [x2]); SA mimicry, spell-like abilities, weakness; SQ darkvision 90 ft.; SR 18; SV Fort +6, Ref +7, Will +7; Str 19, Dex 12, Con 12, Int 13, Wis 13, Cha 10; AL CE. Skills: Craft (gemcutting) +5, Hide +11, Spot +11. Feats: Alertness, Blind-Fight, Combat Casting, Great Fortitude.

26. The Dark Champion's Lair

This room has been warped to appear like a hellish plane; the floor and walls are cracked apart to reveal gouts of vertical flame and oozing pools of ichor. A planar gate rests behind a "throne," a pile of bones and armor shaped from the remains of paladins who resisted the devils' corruption.

The **Dark Champion (hp 60)** *(See "New Monster," for details).* The Dark Champion carries a *+2 shield* bearing an infernal symbol. If the icon is removed, the item is worth 5,000 gp. Destroying the gate requires magical or good-aligned weapons. The gate has a Hardness of 20, hp 180, and a Break DC of 50. A critical strike renders it inoperable.

Dark Champion (Baatezu)

Large Outsider (Lawful, Evil)

Dark champions are one of the most feared types of known baatezu, being forged from pure, unpolluted magical force. They are linked to the mysterious untapped forces holding the universe together, and constantly draw magic of all kinds into themselves, feeding from it. This has a twofold effect. First, it saps the magical power of nearby spells and items, rendering them useless (effectively extending an antimagic field surrounding it at all times). Second, when the Dark Champion has sapped enough magic, it can convert some of it into a powerful discharge directed at its enemies, most commonly in the form of a lightning bolt.

The Dark Champion is also a skilled hand-to-hand fighter, relying upon its spindly limbs and prehensile barbed tail when challenged by opponents without magic.

Hit Dice: 8d8 (60 hp)
Initiative: +1 (+2 Dex, Improved Initiative)
Speed: 30 ft., swim 30 ft.
AC: 20 (-1 size, +2 Dex, +9 natural)
Attacks: 2 claws +10 melee, tail +8 melee, +2 ranged (damage varies, lightening attack)
Damage: claw 1d6+4, tail 1d6+4 and tendon slice
Face/Reach: 5 ft. by 5 ft./10 ft.
Special Attacks: tendon slice, lightening attack
Special Qualities: redirect magic
Saves: Fort +8, Ref +9, Will +7
Abilities: Str 18, Dex 14, Con 15 , Int 10, Wis 10, Cha 11
Skills: Balance +8, Climb +9, Hide +8, Intuit Direction +5, Listen +8, Move Silently +12, Search +7, Sense Motive +8, Spot +9
Feats: Improved Initiative, Multi-attack, Point-Blank Shot
Climate/Terrain: Any land or underground
Organization: Solitary
Challenge Rating: 8
Treasure: Standard
Alignment: Always lawful evil
Advancement Range: 10–16 HD (Huge)

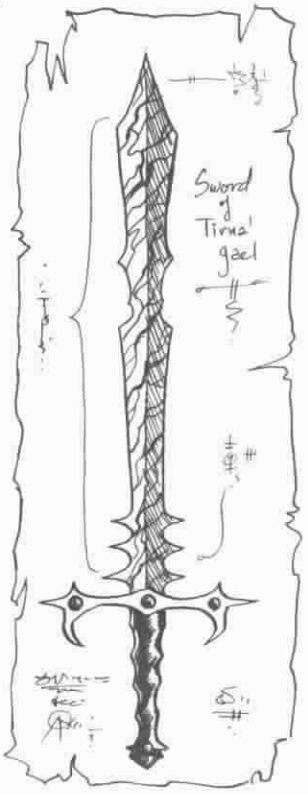
Tendon Slice (Ex): A hit from the Dark Champion's tail rips through a limb or (if no limbs remain unaffected) the torso of the target, slicing through tendons and muscle. The target must immediately make a Fortitude Save or lose the use of the affected limb for the duration of the combat. Armor over the targeted limb adds its AC bonus to this saving throw. Targets whose torsos are affected in this way are left with a gaping hole across their chest, and take double damage from the attack, but suffer no further debilitation.

Lightning Attack (Ex): For every 10 points of casting levels and modifiers the Dark Champion gains from its redirect magic quality (see below), it may release a lightning bolt as cast by an 8th level sorcerer. This attack behaves in every way like the lightning bolt spell effect.

Redirect Magic: Magic spells and items brought within a 20-foot radius of the Dark Champion are affected by an antimagic field as cast by a 10th level sorcerer, and immediately drop to their lowest possible casting level (in the case of spells) or modifier, positive or negative (in the case of items) to the champion for the purposes of its lightning attack (see above). Spell-like effects without a casting level and items without a numerical bonus do not affect this total, but are still affected by the antimagic field.

The Sword of Tirna'gael

This longsword has come to be known in Tirna'cel legend as the "Demon Slayer," after the amazing victories that Tirna'gael seized while wielding it. The truth of its origins are now long lost to history – as are the origins of its power – but the amazing destruction it unleashes upon outsiders is unquestioned. The weapon is +2 (+7 vs. outsiders) and doubles the Experience points gained when overcoming or destroying any outsider. This Experience bonus only applies to outsiders; any other creatures killed with this weapon (even those killed in the same combat) are worth standard Experience. This weapon also bestows one negative level on any outsider attempting to wield it (which is restored once the weapon is no longer held).



The Sword of Tirna'gael is a highly recognizable weapon, forged from a glistening white metal shot through with darkest obsidian. These "veins" swell and throb as the weapon is used against outsiders, gaining more and more intensity as they fall before it, until the throbbing hammers at the eardrums of those as much as fifty feet away.